## LIMITED WARRANTY

CAPCOM U.S.A., INC. ("CAPCOM") warrants to the original consumer that this game disc from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the game disc free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday or please visit shop.capcom.com and click the Support tab at the top of the page.

2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the game disc to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your game disc certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM U.S.A., INC. Consumer Service Department, 185 Berry St., Suite 1200, San Francisco, CA 94107

This warranty shall not apply if the game disc has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

## REPAIRS AFTER EXPIRATION OF WARRANTY

If the game disc develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective game disc to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for $20.00 (U.S. funds) payable to CAPCOM. We recommend sending your game disc certified mail. CAPCOM will replace the game disc subject to the conditions above. If replacement game discs are not available, the defective product will be returned to you and the $20.00 payment refunded.

## WARRANTY LIMITATIONS

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The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

## ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

CAPCOM U.S.A., INC.
185 Berry St., Suite 1200
San Francisco, CA 94107

A printable manual for this game can be downloaded from:
capcom.com/manuals/mmzxa

32011MM
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NINTENDO DS™

***PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.***

***IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.***

## ⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| | | |
|---|---|---|
| **Convulsions** | **Eye or muscle twitching** | **Loss of awareness** |
| **Altered vision** | **Involuntary movements** | **Disorientation** |

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

## ⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

## ⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

## ⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

## Important Legal Information

REV–E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. “Back-up” or “archival” copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

Official Nintendo Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.**

1-2 Wireless DS Single-Card Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

1-2 Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

EVERYONE 10+ E 10+ CONTENT RATED BY ESRB

LICENSED BY Nintendo

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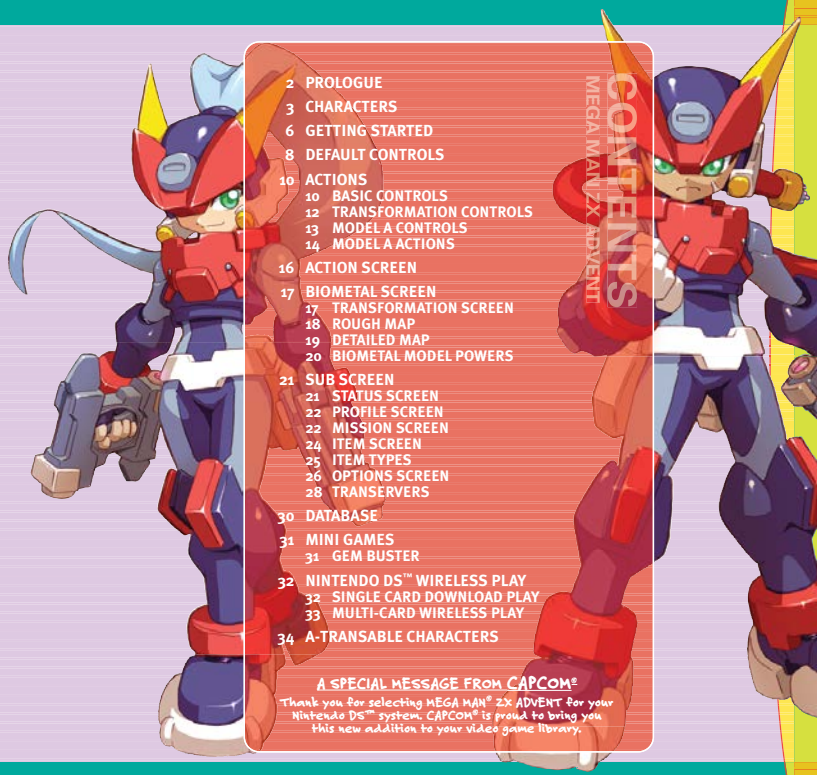

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## A SPECIAL MESSAGE FROM CAPCOM®

Thank you for selecting MEGA MAN® ZX ADVENT for your Nintendo DS™ system. CAPCOM® is proud to bring you this new addition to your video game library.

# PROLOGUE

The future ... where science and technology have evolved far beyond our wildest dreams. The long, drawn-out war between the Humans and their mechanical creations, the Reploids, had finally come to an end. The two coexisted peacefully in this high-tech world.

The Federation Government, Legion, was established following the war. It was an organization responsible for presenting Humans with cybernetic modifications and assigning artificial life spans to Reploids, blurring the lines between man and machine. The two populations, with their destinies more intertwined than ever before, began to found fledgling nation-states around the world.

A new era of history had begun, and several centuries had passed since the war. Old ruins from the previous age were scattered across the globe and became homes to the feral machines known as Mavericks. However, these dangerous areas were also the final resting places of many powerful lost technologies created as a result of the many years of conflict. One entrepreneur took advantage of this buried treasure of cutting-edge technology and used it as a base for forming one of the world's leading corporations. Soon after, people with dreams of getting rich quick, the Hunters, formed the Hunter's Guild to seek out the wealth lying within the ruins.

The temptation of this technological windfall was too much for some, who refused to join the guild and instead sought the hidden riches all for themselves. These people were called Raiders. In the great Tech Rush, everyone seemed to forget that this buried technology was designed for only one purpose: WAR!



# CHARACTERS

## GREY

*"Who are you calling defective?!"*

This young boy was discovered in cryogenic hibernation within a laboratory. He was rescued from his cold slumber by Hunters, and later decided to join their cause by signing up with the Hunter's Guild.

## ASHE

*"You think you know me, but you don't!"*

A member of the Hunter's Guild, Ashe is always looking to score her next bounty. She receives a request from Legion to secure the Biometal Model A from a band of Raiders.

## BIOMETAL MODEL A

*"Did you call me?"*

This Biometal was unearthed from ancient ruins by Bounty Hunters. Biometal is metal with its own consciousness. When paired with a Biomatch, this metal allows them to Megamerge.

# CHARACTERS

## MASTER ALBERT

An outstanding scientist. He is very intelligent and has a friendly personality.

## MASTER THOMAS

Leader of the Sage Trinity. Master Thomas demands a great deal of himself and others.

## MASTER MIKHAIL

Master Mikhail is knowledgeable about history and geography. He intentionally catches others off-guard with his straightforward, casual speaking style.

## THE LEGION SAGE TRINITY

Throughout the world, different countries send representatives to Legion, the Federation Government that runs the world. Master Thomas, Master Albert, and Master Mikhail, renowned as the Sage Trinity, are the leaders of the organization. The Sage Trinity is widely recognized for its many important administrative duties, such as improving Humans with cybernetic upgrades and determining the lifespans of Reploids.

## PROMETHEUS

*"Let the game begin!"*

He operates in tandem with Pandora and is feared by the Hunters. Prometheus is following orders from a certain individual behind the scenes and forcing Mega Men to fight each other.

## PANDORA

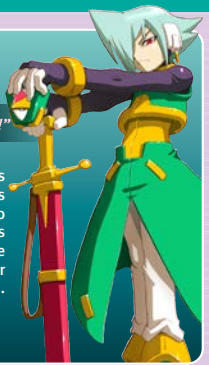
*"You are like me ..."*

Pandora is almost always seen with Prometheus. She is feared by the Hunters as a dangerous witch with near-magical abilities.

## AEOLUS

*"Your time's up, fool!"*

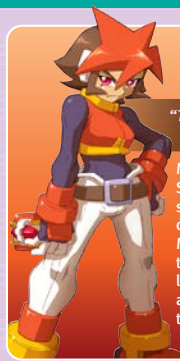
Model H's Biomatch. Aeolus is a perfectionist who believes that fools result in conflict. He despises the other Mega Men.



## ATLAS

*"Those without strength don't evolve!"*

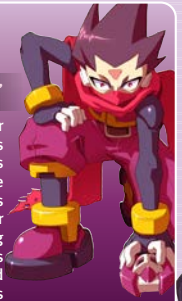
Model F's Biomatch. She is a soldier who survived the destruction of her country by Mavericks. She believes that she can become a leader through fighting, and is constantly trying to stir up trouble.



## SIRNAQ

*"Commence combat!"*

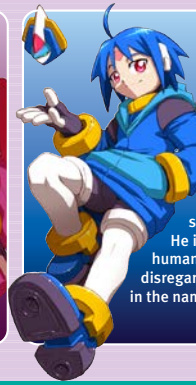
A former Hunter and Model P's Biomatch. He never lets his emotions come to the surface. He was betrayed and left for dead, leading to his distrust of others and his hatred of relationships in general.



## THETIS

*"Let me show you something!"*

Model L's Biomatch. This gentle youth loves swimming and the sea. He is growing to despise humanity for its reckless disregard for the environment in the name of progress.



## STARTING A NEW GAME

1. With the Nintendo DS™ turned OFF, insert the *MEGA MAN® ZX ADVENT* Game Card securely into the slot.
2. Turn the system ON.
3. When you see the DS Menu, touch *MEGA MAN ZX ADVENT* to load the game.
4. Begin play from the Title Screen and Main Menu.

Note: If your Nintendo DS is set to Auto-load, you don't need to go through these steps. (See your Nintendo DS manual for information about Auto-load.)

WARNING - HEALTH AND SAFETY
BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT
www.nintendo.com/healthsafety/
Touch the Touch Screen to continue.

### SOFT RESET

At any point during game play, press the L Button, R Button, START and SELECT at the same time to reset the game and return to the Title Screen. Any game data from the game in-progress will not be saved.

## TITLE SCREEN

At the Title Screen (Top Screen), the Main Menu appears on the Touch Screen. Use the Touch Screen to make your selection and begin play.

### NEW GAME

Select New Game at the Title Screen to begin a new game.

- *MODE SELECTION* — Choose a difficulty mode:
  *BEGINNER* Good for players who are new to the game.
  *NORMAL* Standard gameplay mode.
  *EXPERT* Good for players who want an extra challenge after beating the game in Normal Mode.
- *PLAYER SELECTION* — Select *GREY* or *ASHE* to play the game. Once you select a character, you cannot change it during a game.

### CONTINUE

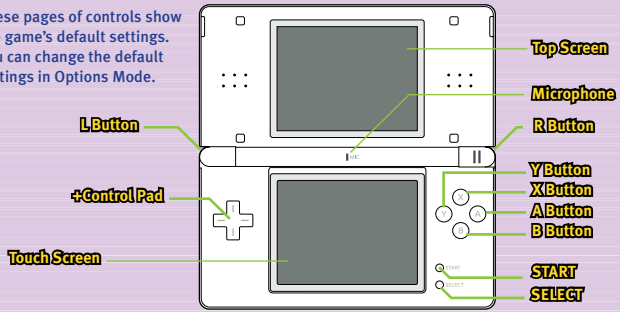
Resume the game from the last saved point in your saved data.

### MINI GAME

When this option is available, select it to play mini games within *MEGA MAN ZX ADVENT.*

# DEFAULT CONTROLS

These pages of controls show the game's default settings. You can change the default settings in Options Mode.






## MENU SCREEN

| | |
|---|---|
| START | *Start game (Title Screen)* |
| SELECT | *Move cursor* |
| Touch Screen | *Select/Confirm* |
| +Control Pad | *Move cursor* |
| A Button | *Confirm* |
| B Button | *Cancel* |
| X Button | *Not used* |
| Y Button | *Not used* |
| L Button | *Not used* |
| R Button | *Not used* |

## ACTION SCREEN

| | |
|---|---|
| START | *Sub Screen/Skip Events* |
| SELECT | *Buster Editor (Atlas only)* |
| Touch Screen | *Touch Attack (Sirnaq only)* |
| +Control Pad | ◁/▷: *Move character*<br>△/▽: *Talk/Climb ladders/Enter doors/ Activate Transervers* |
| A Button | *Confirm/Continue conversations/ Giga Crush (Model A only)* |
| B Button | *Cancel/Jump/Wall Kick* |
| X Button | *Transform (Megamerge/A-Trans)* |
| Y Button | *Main Attack* |
| L Button | *Dash* |
| R Button | *Sub attack* |

## SUB SCREEN

| | |
|---|---|
| START | *Return to Action Screen* |
| SELECT | *Buster Editor (Atlas only)* |
| Touch Screen | *Buster Editor/Map Controls* |
| +Control Pad | *Move cursor* |
| A Button | *Confirm* |
| B Button | *Cancel* |
| X Button | *Not used* |
| Y Button | *Not used* |
| L Button | *Change Sub Screen menu* |
| R Button | *Change Sub Screen menu* |

## BASIC CONTROLS

### MOVE LEFT/RIGHT

Press the +Control Pad ◁ or ▷ to move your character in that direction.

### JUMP

Press the B Button to jump. Hold the button down longer to get more air. Press the +Control Pad ◁/▷ while pressing the B Button to aim your jump.

### CLIMB LADDER

Press the +Control Pad △ during a jump to grab onto ladders. Press △ or ▽ to climb up or down the ladder. Press the B Button to let go.

### ENTER DOOR

Press the +Control Pad △ in front of a door to enter it.

### DROP DOWN

Hold the +Control Pad ▽ and press the B Button to drop down a level from certain platforms.

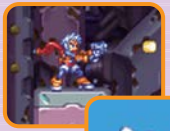
### TALK/CHECK/ACTIVATE

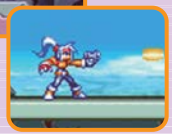
Stand near a character and press the +Control Pad △ to initiate a conversation. Press the +Control Pad △ on Transervers and certain other locations to activate or check them.

## TRANSFORMATION CONTROLS

### ATTACK

Press the Y Button to attack (works even out of Transformation). Grey will fire a Buster Shot (max 3 shots in a row) while Ashe will fire a Laser Shot (max 2 shots in a row).



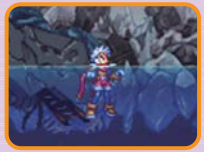


### CROUCH

In Human and Reploid form, press the +Control Pad ↓ to crouch. When ducking, press the +Control Pad ←/→ to move while staying low.

### SWIM

When you are in Human or Reploid form upon entering the water, your character will float on the surface. While floating, press the +Control Pad ← or → to swim in that direction.



## MODEL A CONTROLS

### MEGAMERGE

Once you find the Model A Biometal, you can Megamerge with Model A and transform. By transforming, you have greater power and become able to perform a wide variety of actions.

### A-TRANS

Model A has the ability to copy the forms of certain bosses with his A-Trans power. By defeating these bosses, Model A can then transform into them. Press the X Button to display the possible transformations, then press the +Control Pad ←/→ to cycle through them. Press the A Button or X Button to use A-Trans.

*Note: You can also Megamerge and use A-Trans from the Touch Screen or Sub Screen. See pages 17 and 21.*

## MODEL A ACTIONS

### MAIN ATTACK (SHOT)

Press the Y Button to fire your weapon. Grey can fire up to 3 shots in a row, while Ashe can fire 2 in a row. Hold the button down before letting go to charge up for a more powerful attack. You can charge the weapon up to 2 levels.

### SUB ATTACK (HOMING SHOT)

Hold down the R Button to increase the range of the weapon. You can lock-on to up to 8 enemies in this way. Release the button after locking-on to enemies to fire a Homing Shot at them. The Homing Shot uses some of the BM Gauge power to fire. This gauge will recover over time.

### DASH

Press the L Button for a short burst of speed. You can also press the +Control Pad ⇦ or ⇨ rapidly twice in a row to Dash.

Note: You can turn Command Dash ON/OFF in Options Mode.

### WALL KICK/WALL GRAB

When you're close to a wall, press the B Button and +Control Pad in the direction of the wall to kick off the wall. By repeatedly performing Wall Kicks, you can make your way up the wall. By just holding the +Control Pad in the direction of the wall, you can grab onto the wall, though the character will then begin to slide down it.

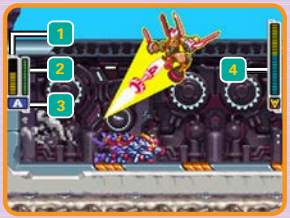
### GIGA CRUSH

When the BM Gauge is full, hold the A Button to unleash the Giga Crush attack. This powerful attack damages all enemies on the screen, but runs the BM Gauge down to zero. The BM Gauge will recover over time.

## ACTION SCREEN

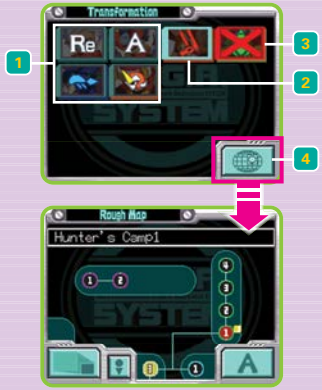
The game action takes place on the Top Screen. While the action is going on, the Touch Screen displays either the Biometal Screen or a Map Screen.

1 Life Gauge
2 BM Gauge
3 Current Transformation
4 Boss's Life Gauge



## TRANSFORMATION SCREEN

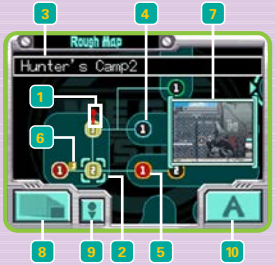
The characters it is possible for you to transform into are displayed as icons. If a character is not accessible for transformation, an X will be displayed instead. Touch the Map Icon to display the Map Screen. You can customize the position of the icons in Options Mode by selecting the Touch Screen option. See page 27.




1 Possible Transformation Icons
2 Current Transformation (blinking)
3 X Displayed for Inaccessible Transformations
4 Map Icon (displays the Map Screen)
Note: For certain Models, icons representing their individual powers will also be displayed.

## ROUGH MAP

The Rough Map shows the connections between the different areas you've visited. Touch one of the area icons to view a screen showing part of the area and its name. Slide across the screen to look around the map.




1. Current Location
2. Cursor over Selected Area
3. Name of Selected Area
4. Icon for Visited Areas
5. Area with Activated Warp Point (areas you can transport to are indicated by a red icon)
6. Area with a Transerver
7. Touch Area to Display Part of Area
8. Switch to Detailed Map
9. Return Cursor to Current Location
10. Switch to Transformation Screen

## DETAILED MAP

The Detailed Map provides a more precise view of the current location's map. Connections with other maps are indicated by the arrow icons.

1. Current Location
2. Current Location Name
3. Connection to Another Area
4. Location of Transerver
5. Name of Connected Area
6. Switch to Rough Map
7. Switch to Transformation Screen

## BIOMETAL MODEL POWERS

When you transform into Aeolus, Atlas, Thetis or Sirnaq, their special powers become available for you to use.

### AEOLUS — ANALYZE ENEMY

When you attack an enemy, this power lets you see a detailed analysis of the enemy and its remaining Life Gauge.

### ATLAS — BUSTER EDITOR

Touch and slide the cursor across the grid to customize the left and right Buster Shot trajectory. Press SELECT from the Sub Screen to enter Buster Editor mode. Press SELECT again to end Buster Editor mode.

### THETIS — ITEM SEARCH

Items' locations are indicated by a light.

### SIRNAQ — RADAR SCOPE

Displays the surrounding landscape and enemy positions. Touch enemy icons to attack them.





## STATUS SCREEN

Use the Sub Screen to check current game details. Switch between the Status Screen, Profile Screen, Mission Screen, Item Screen, and Option Screen by pressing the L Button or R Button while in the Sub Screen.

1. Life Gauge
2. BM Gauge (shared by all characters)
3. Megamerge/A-Trans enabled characters are displayed in circles. Switch characters by pressing the +Control Pad ◀ or ▶ and press the A Button to select the character. The transformation will take place when you leave the Sub Screen. Selecting "Re" or "Hu" will undo the current transformation
4. Weapons/Powers for Current Transformation (press the +Control Pad ◀ or ▶ to switch the Main and Sub Weapons)
5. Collected Sub Tanks (select the Sub Tank by pressing the +Control Pad ◀ or ▶ and then press the A Button to use the collected energy to restore the Life Gauge)
6. Character Name
7. Number of Extra Lives (up to 9)
8. Attack Element (displays only for attacks with elemental properties)
9. Number of E-Crystals
10. Total Playing Time

# SUB SCREEN

## PROFILE SCREEN

Check the currently transformed character's powers and controls. To see the profiles of other transformations, transform into them from the Status Screen first.

1. Character Name
2. Special Skill Name (select by pressing the +Control Pad ↑/↓)
3. Special Skill Input Method
4. Image of Special Skill

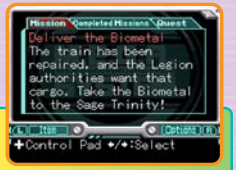
## MISSION SCREEN

Check the details for missions and quests received. Switch between tabs by pressing the +Control Pad left or right and pressing the A Button to check the details. Press the B Button to return to tab selection.

1. Current Mission Details
2. Past Mission Details (press the +Control Pad ↑/↓ to scroll through missions)
3. Quest Details (press the +Control Pad ↑/↓ to scroll through different quests received from various characters in the game to check the character's name and location)



## MISSIONS


Mission
Completed Missions
Quest
Deliver the Biometal
The train has been repaired, and the Legion authorities want that cargo. Take the Biometal to the Sage Trinity!
+Control Pad ↑/↓:Select

Missions are special requests that you must deal with to progress in the game. To beat the game, complete all the missions.

- *MISSION REQUESTS* — Requests to complete missions are given at Transervers and at special areas on the map.
- *MISSION COMPLETE* — After you complete the requested mission conditions, file a Mission Report at a Transerver to officially complete the mission and receive your reward. In many cases, you will not be able to progress further in the game without filing a Mission Report.

## QUESTS

Quests are mission requests that you sometimes receive while conversing with townspeople and Hunters. Although it's not necessary to complete any quests to finish the game, you are often rewarded with useful items by helping people out with quests. You can take on multiple quests at the same time, so it's a good idea to complete them on the way to completing your primary mission goals.

## ITEM SCREEN

Check your inventory of items. Items come in three varieties – A, B, and C – depending on the type of item. Select the item variety tab by pressing the +Control Pad ◁/▷, then press the A Button to change to item selection. Return to the item tab selection by pressing the B Button.

1. **ITEM A — These items can be used, such as health restoration items. To use an item in this category, select it with the +Control Pad and press the A Button.**
2. **ITEM B — These items can be equipped to change your powers or abilities. Equip and unequip items by pressing the A Button. Currently equipped items are highlighted.**
3. **ITEM C — These items are necessary to progress in the game, such as keys to doors. These items are used automatically as needed.**
4. **Item Description**



## ITEM TYPES

### LIFE ENERGY

Grab these items to recover the Life Gauge. Small ones recover 4 units, Large ones recover 8 units, and Super ones recover the whole gauge.

### LIFE UP

This item increases the Life Gauge maximum by 4 units.

### BIOMETAL ENERGY

Grab these items to recover the BM Gauge. Small ones recover 4 units, while Large ones recover 8 units.

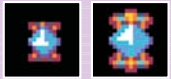
### BIOMETAL UPGRADE

This item increases the BM Gauge maximum by 4 units.

**Note: You can split both Life Energy and Biometal Energy, you can split items by attacking them with Saber weapons.**

### E-CRYSTALS (EC)

These crystals are used for actions such as powering up Warp Points. Small ones are worth 4 ECs, while Large ones are worth 16 ECs.



### SUB TANKS

These allow you to store reserve Life Energy. Use them to recover the Life Gauge when you're running low on health.

### 1UP

Increases your number of lives by 1 for up to 9 reserve lives.

### SECRET DISKS

These special disks are found in different areas. There is a place in Hunter's Camp that can analyze the information contained on them.

### KEY ITEMS

You must find Key Items in order to progress through the game.

## OPTIONS SCREEN

Set various options in Button Layout, Attack Mode, or Action Mode, and customize the Transformation Screen. Select the option display by pressing the +Control Pad ◁/▷. Then select the option by pressing the +Control Pad △/▽ and then pressing the A Button. Press the B Button to return to option display selection.

### BUTTON LAYOUT

Select the layout from Type A, Type B or Custom. Press the +Control Pad ◁/▷ to select the layout type and then press △ or the B Button to select it.

Note: The default layout type is Type A.

### ATTACK MODE

Select the attack button assignment from Type A, Type B or Type C. Press the +Control Pad ◁/▷ to select the type and then press the +Control Pad up or the B Button to select it.

Note: The default attack mode is Type A.

### ACTION MODE

Turn Command Dash ON/OFF, and set the Hover and Swim commands. (Transform into Aeolus to set the Hover command and Thetis to set the Swim command.)

Note: Hover and Swim will not be displayed until you have copied the relevant boss powers.

- *COMMAND DASH ON* (default) — Press the +Control Pad ◀ or ▶ rapidly twice in a row to Dash.
- *COMMAND DASH OFF* — Disable *COMMAND DASH ON*.
- *HOVER TYPE A* (default) — Press the B Button while in the air to begin hovering. Press the B Button again to stop hovering.
- *HOVER TYPE B* — Hold the B Button to hover. Release the button to stop hovering.
- *SWIM TYPE A* (default) — While jumping in the water, press the B Button to begin swimming. Press the B Button again to stop swimming.
- *SWIM TYPE B* — Hold the B Button to begin swimming. Release the B Button to stop swimming.

### TRANSFORMATION SCREEN

Customize the Transformation Screen. Press the A Button or press the +Control Pad ▽ to begin customization. Touch the icon you want to move, then touch the location to move it to, and press the A Button to complete the change.

## TRANSERVERS

At Transervers, you can save your game progress and teleport to Warp Points

### TRANSPORT TO ANOTHER AREA

The Rough Map will be displayed on the Touch Screen. Touch the red icon for an area with an active Warp Point to teleport to it.

### WARP POINTS

Warp Points are located in different areas, but you can only teleport to those that have been activated with E-Crystals.

Note: Warp Points do not need to be activated with E-Crystals in Beginner Mode.

### DATA MANAGEMENT

Locate and use a Transerver when you want to save the progress of your current game.

Note: You can save up to 5 separate games.

- *SAVE DATA* — Save your current progress and game options.
- *LOAD DATA* — Resume your game from a previous save location.
- *ERASE DATA* — Delete existing save data.

### GAME OVER

If your Life Gauge falls to zero when you have no extra lives remaining, the game is over and the Game Over screen will be displayed.

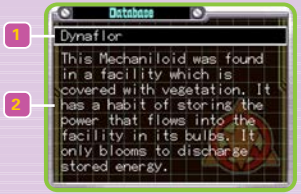
- *RESTORE FROM SAVED GAME* — Load saved data and restart the game from that point. Any items or E-Crystals you've gathered after that save point will be lost.
- *RETURN TO TITLE SCREEN* — Quit the game and return to the Title Screen.

## DATABASE

Use the +Control Pad to move the cursor to the disk you want to analyze and press the A Button to begin analyzing it. For unanalyzed disks, a screen will be displayed with the information on the disk. To verify information on previously analyzed disks, move the cursor over the disk.

1. Character Tab (change the tab by pressing the +Control Pad ◀/▶)
2. Unanalyzed Disk
3. Image of the Character on the Disk
4. Disk Number
5. Disks in Possession/Total Disks
6. Previously Analyzed Disk

1. Character Name for Selected Disk
2. Description of the Character


1
2
Database
Dynaflor
This Mechaniloid was found in a facility which is covered with vegetation. It has a habit of storing the power that flows into the facility in its bulbs. It only blooms to discharge stored energy.





Mini Games become available when you fulfill certain conditions. To play them, select *MINI GAME* from the Title Screen.

## GEM BUSTER

This two-player game uses the DS Wireless Communications. See pages 32 and 33 for information on connecting and starting play.

Note: There are other mini games besides *GEM BUSTER*, so be on the lookout for them.

# NINTENDO DS™ WIRELESS PLAY

## SINGLE CARD DOWNLOAD PLAY

### YOU NEED

- 2 Nintendo DS systems
- 1 *MEGA MAN ZX ADVENT* Game Card

### CONNECTING

1. Make sure the power to both Nintendo DS systems is turned OFF.
2. Insert a *MEGA MAN ZX ADVENT* Game Card into the Host's Nintendo DS system.
3. Turn ON the Nintendo DS system and make sure the DS Menu is displayed.
4. Touch *MEGA MAN ZX ADVENT* on the screen.
5. Follow the instructions below for both Host and Client.

### HOST

1. Select *MINI GAME* from the Title Screen, and then choose *GEM BUSTER*.
2. Choose *HOST A MATCH*, and wait for the Client to begin downloading data.
3. If the connection with the Client is successful, choose *YES* to begin the game.

### CLIENT

1 Make sure the Host has performed Step 2 above, then turn on your Nintendo DS. The DS Menu will appear.
2 Touch *DS DOWNLOAD PLAY* to see a list of available games.
3 Touch the *MEGA MAN ZX ADVENT* panel. The Download Confirmation Screen will appear.
4 Touch YES to begin the download.
5 When the download is complete, wait for the Host to begin the game.

**Note: If something happens to cause a disconnection between two players, a Communication Error Screen will be displayed. Follow the instructions on screen to restart the game.**



## MULTI-CARD WIRELESS PLAY

### YOU NEED

- 2 Nintendo DS systems
- 2 *MEGA MAN ZX ADVENT* Game Cards

### CONNECTING

1. Make sure the power to both Nintendo DS systems is turned OFF.
2. Insert a *MEGA MAN ZX ADVENT* Game Card into each Nintendo DS system.
3. Turn ON the Nintendo DS systems and make sure the DS Menu is displayed.
4. Touch *MEGA MAN ZX ADVENT* on the screen.
5 Follow the instructions below for both Host and Client to begin wireless play.

**Note: *GEM BUSTER* must be unlocked on both Game Cards to play using DS Wireless Play.**

### HOST

1. Select *MINI GAME* from the Title Screen, and then choose *GEM BUSTER*.
2. Choose *HOST A MATCH* to begin communicating with the Client.
3. If the connection with the Client is successful, choose *YES* to begin the game.

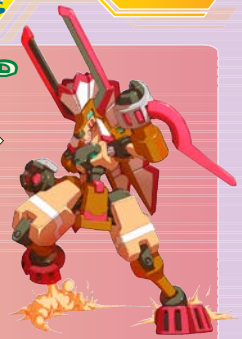
### CLIENT

1 Select *MINI GAME* from the Title Screen, and then choose *GEM BUSTER*.
2 Choose *JOIN A MATCH* to begin communicating with the Host.
3 If the connection is successful, the game will begin.

**During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.**

## BUCKFIRE THE GAXELLEROID

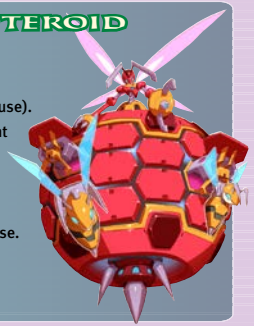
*Buckfire is a high-energy output, lightly-armored battle Pseudoroid. It possesses sturdy blades on its head and arms, and boosters on its feet. This equipment gives Buckfire durability, strong resistance to heat, and blazing speed.*



| COMMAND LIST | |
|---|---|
| SLASH DASH | Press L Button, or ← or → twice rapidly. |
| BURNING ARROW | Press Y or R Button. |
| DOUBLE TOMAHAWK | Hold Y or R Button, then release. |
| ROCKIT | Hold Y or R Button, then hold ↑ while releasing the button. |
| METEOR KICK | Hold Y or R Button, then release it in air. |

## QUEENBEE THE HYMENOPTEROID

*Queenbee is a heavily-armored Pseudoroid that can attach different weapon containers to its lower body, giving it a wide variety of options for battle. It can transport things other than weapons containers as long as the joint specifications match.*



| COMMAND LIST | |
|---|---|
| FLY | Press B Button (depletes the BM Gauge with each use). |
| DOCK | Approach a container joint and press ↓ to dock. Press ↑ to release the container. |
| NEEDLE SHOT | Press Y Button. |
| FIRE SHOT | Hold Y Button, then release. |



## ROSPARK THE FLOROID

*Rospark is a lightweight Pseudoroid designed to fight effectively even on the most difficult terrain. It possesses vine-like spiked manipulator attachments, which it uses to secure itself to any surface it finds when no footing is available.*

| COMMAND LIST | |
|---|---|
| ROSE WIRE (Bulb/Flower) | Press Y Button. |
| SPARK WIRE (Bulb/Flower) | Hold Y Button, then release. |
| BULB SHOT (Bulb) | Press R Button. |
| BULB SPARK (Bulb) | Hold R Button, then release. |
| ROSE STINGER (Flower) | Press R Button. |
| SPARK STINGER (Flower) | Hold R Button, then release. |
| WIND JUMP (Bulb) | Stand by a column or rope and press ↑. |
| VINE SWITCH (Bulb) | Hold ← or → toward a column or rope, and press Y Button. |

## HEDGESHOCK THE ERINACEROID

*Hedgeshock is a smaller Pseudoroid found in high-power generator coils, as it was originally designed to serve as an emergency power supply at key installations. It is equipped with multiple sockets on its hands and feet.*

| COMMAND LIST | |
|---|---|
| ROLLING DASH | Hold ↓, and press L Button, or → or ↑ twice rapidly. |
| ROLLING SPIKE | Press L Button, or ← or → twice rapidly. |
| PLUG SHOT | Press Y or R Button. |
| SPARK BALL (Up) | Hold Y or R Button, then release it while on the ground. |
| SPARK BALL (Down) | Hold Y or R Button, then release it in air or underwater. |
| SPARK BALL (Ladder) | Hold Y or R Button, then release it while on a ladder. |

## CHRONOFORCE THE XIPHOSUROID

*This Pseudoroid was designed for carrying out electronic warfare and can disrupt enemy thought processes. It employs a combination of high-speed tail vibration and surface sensors to emit special signal patterns that scramble intelligent circuitry.*

| COMMAND LIST | |
|---|---|
| WATER DASH | Press L Button, or ◁ or ▷ twice rapidly. |
| ICE NEEDLE | Press Y or R Button. |
| TIME BOMB | Hold Y or R Button, then release. |

## BIFROST THE CROCOROID

*Bifrost is a large Pseudoroid developed for base defense. Its primary function is stopping enemy advances, as opposed to destroying the enemy, so it has been equipped with a wide-area effect freeze weapon, the "Giga Freeze."*

| COMMAND LIST | |
|---|---|
| ICE BITE | Press and release R Button. |
| ICE FANG | Hold down R Button. |
| CROCOD'WHEEL | Press Y Button. |

## VULTURON THE CONDOROID

*Vulturon is a Pseudoroid designed to operate large numbers of non-autonomous weapons. It emits microwaves from its guitar-shaped control device to manipulate the movements of stopped machinery in the vicinity.*

| COMMAND LIST | |
|---|---|
| HOVER | Hold B Button in air or underwater. |
| WALL GRAB | Hold +Control Pad in direction of wall. |
| SOUND VIBRATION | Press Y or R Button. |
| GUITAR HAMMER | Hold Y or R Button, then release. |

## ARGOYLE & URGOYLE THE SHISAROIDS

*This pair of high-speed battle Pseudoroids are equipped with Dash Rollers on their feet. They employ their globular Rock Bomb weapons to inflict damage in stereo.*

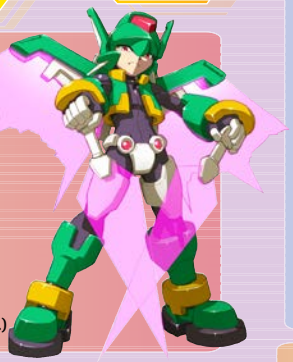
| COMMAND LIST | |
|---|---|
| SKATE DASH | Press L Button, or ◁ or ▷ twice rapidly. |
| AR-THROW | Press Y Button. (Press △/▽ to aim.) |
| GHOST | Hold R Button, then release. |
| U-KICK | Press R Button when Ghost is active. |
| ROCK BOMB | During Ar-Throw, press R Button to kick the Rock Bomb. |

# TRANSABLE CHARACTERS

## AEOLUS

**WEAPON** — DOUBLE SABER
**ELEMENT** — ELECTRICITY

*This Biometal Model specializes in aerial maneuvering with his Air Dash and Hover abilities.*



**COMMAND LIST**

| | |
|---|---|
| SLICE | Press Y Button. |
| SLASH | Press R Button. |
| SONIC BOOM | Press Y Button, then R Button, then Y Button. |
| PLASMA CYCLONE | Hold Y or R Button, then release. |
| AIR DASH (Side) | Press L Button, or ◁ or ▷ twice rapidly in air. |
| AIR DASH (Up) | Hold △ and press R Button, or press △ twice rapidly in air. |
| HOVER | Press B Button in air. (Remap in Options Mode.) |

## ATLAS

**WEAPON** — KNUCKLE BUSTER
**ELEMENT** — FLAME

*Atlas possesses immense destructive power with her two Knuckle Busters and combat design.*

**COMMAND LIST**

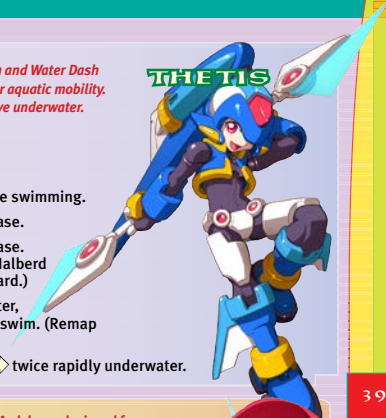
| | |
|---|---|
| KNUCKLE BUSTER | Press Y or R Button. |
| MEGATON CRUSH | Hold Y Button, then release. (Attack does not need to fully charged, but shoots flames only on a full charge.) |
| GROUND BREAKER | Hold Y Button, press ▽, then release button. |



## THETIS

**WEAPON** — HALBERD
**ELEMENT** — ICE

*Thetis's ability to Swim and Water Dash make him specialized for aquatic mobility. His power comes alive underwater.*



**COMMAND LIST**

| | |
|---|---|
| HALBERD | Press Y or R Button. |
| SCREW HALBERD | Press Y or R Button while swimming. |
| FREEZING DRAGON (Grey) | Hold Y Button, then release. |
| ICE STICKER (Ashe) | Hold Y Button, then release. (Cut ice chunk with the Halberd to shoot ice shards forward.) |
| SWIM | Press B Button underwater, and use +Control Pad to swim. (Remap in Options Mode.) |
| WATER DASH | Press L Button, or ◁ or ▷ twice rapidly underwater. |

## SIRNAQ

**WEAPON** — KUNAI
**ELEMENT** — NONE

*This Biometal Model was designed for stealth with its ability to hang from the ceiling and perform well in dark places.*

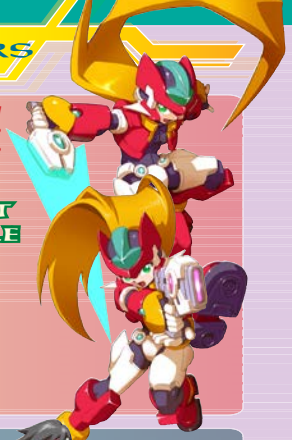
**COMMAND LIST**

| | |
|---|---|
| KUNAI | Press Y or R Button. |
| CROSS STAR (Grey) | Hold Y Button, then release. |
| MANDALA STAR (Ashe) | Hold Y Button, then release. |
| HANGING WEDGE | Jump up near ceilings or certain platforms, then press up to hang onto the surface. While on certain platforms, press ▽ twice rapidly to hang down from them. While hanging onto a platform, press △ twice rapidly to leap up to it. |
| NIGHT SCOPE | Auto-engages in dark areas. |

## VENT & AILE

**WEAPON** — ZX SABER/ZX BUSTER
**ELEMENT** — NONE

*These two evenly balanced Biometal Models have the ability to attack at close range as well as at a distance.*



### COMMAND LIST

| | |
|---|---|
| ZX SABER | Press Y Button. |
| ZX BUSTER | Press R Button. |
| CHARGE SABER | Hold down Y Button, then release. |
| CHARGE BUSTER | Hold down R Button, then release. |
| ROLLING SLASH | Hold ↑ in air and press Y Button. (You can also rapidly press Y Button repeatedly.) |
| FISSION (Grey) | Hold ↓ in air and press Y Button. |
| RISING FANG (Ashe) | Hold ↑ on the ground and press Y Button. |



## NEED HELP?

*If you're ever stuck, try A-Trans to transform into a different character. They might have just the power you need to keep going!*

*Check characters' different powers by looking at their Profiles in the Sub Screen!*

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